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[54] **METHOD AND SYSTEM FOR FACILITATING WIRELESS, FULL-BODY, REAL-TIME USER INTERACTION WITH A DIGITALLY REPRESENTED VISUAL ENVIRONMENT**

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[52] U.S. Cl. **395/121; 395/152**

[58] Field of Search 395/121, 152

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[57] **ABSTRACT**

An electronic system for integrating a user's moving image into a computer-generated pictorial environment, and allowing the user to interact with the environment and objects therein. The environment is rendered on a screen display in a manner that simulates three dimensions, including respect for occlusion relationships among the user and objects in the environment. The resulting image, which changes as the user gestures and interacts with the environment, is projected onto a large screen that the user faces. The environment includes a series of mobile entities, or "agents," which respond to one or more of the user's changing position, gestures and voice, exhibiting context-dependent behavior that appears semi-intelligent.

49 Claims, 3 Drawing Sheets